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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/663,347	09/15/2000	Yoshiaki Endo	05905.0126	1855
22852 7	7590 10/18/2002			
FINNEGAN, HENDERSON, FARABOW, GARRETT & DUNNER LLP 1300 I STREET, NW			EXAMINER	
			RADA, ALEX P	
	WASHINGTON, DC 20006			
	.,, 2 2 20000		ART UNIT	PAPER NUMBER
			3713	
			DATE MAILED: 10/18/2002	

Please find below and/or attached an Office communication concerning this application or proceeding.

	T		
	Application No.	Applicant(s)	o d
Office Action Commence	09/663,347	ENDO ET AL.	
Office Action Summary	Examiner	Art Unit	
T. MAIL 010 BATE 441	Alex P. Rada	3713	
The MAILING DATE of this communication appearing for Reply	pears on the cover shee	t with the correspondence ad	dress
A SHORTENED STATUTORY PERIOD FOR REPL THE MAILING DATE OF THIS COMMUNICATION.  - Extensions of time may be available under the provisions of 37 CFR 1.1 after SIX (6) MONTHS from the mailing date of this communication.  - If the period for reply specified above is less than thirty (30) days, a replent for Not period for reply is specified above, the maximum statutory period.  - Failure to reply within the set or extended period for reply will, by statute.  - Any reply received by the Office later than three months after the mailine earned patent term adjustment. See 37 CFR 1.704(b).  Status	136(a). In no event, however, may be within the statutory minimum owill apply and will expire SIX (6) is, cause the application to become	ay a reply be timely filed  f thirty (30) days will be considered timely MONTHS from the mailing date of this co the ABANDONED (35 U.S.C. § 133).	<i>r.</i> mmunication.
1) Responsive to communication(s) filed on 23	<u>September 2002</u> .		
2a) ☐ This action is <b>FINAL</b> . 2b) ☑ Th	nis action is non-final.		
<ol> <li>Since this application is in condition for allow closed in accordance with the practice under Disposition of Claims</li> </ol>	ance except for formal Ex parte Quayle, 1935	matters, prosecution as to th C.D. 11, 453 O.G. 213.	e merits is
4)⊠ Claim(s) <u>1-23</u> is/are pending in the application	n.		
4a) Of the above claim(s) <u>9-23</u> is/are withdraw	n from consideration.		
5) Claim(s) is/are allowed.			
6)⊠ Claim(s) <u>1-8</u> is/are rejected.			
7) Claim(s) is/are objected to.			
8) Claim(s) are subject to restriction and/o	or election requirement.		
Application Papers			
9) The specification is objected to by the Examine			
10) ☐ The drawing(s) filed on is/are: a) ☐ acce		•	
Applicant may not request that any objection to the 11) The proposed drawing correction filed on			
If approved, corrected drawings are required in re		_ disapproved by the Examine	er.
12) The oath or declaration is objected to by the Ex			
Priority under 35 U.S.C. §§ 119 and 120			
13) Acknowledgment is made of a claim for foreig	n priority under 35 U.S.	C. 8 119(a)-(d) or (f)	
a)⊠ All b)□ Some * c)□ None of:		o. 3 · · · o(a) (a) o. (i).	
1. ☑ Certified copies of the priority document	ts have been received.		
2. Certified copies of the priority document		n Application No.	
3. Copies of the certified copies of the prio application from the international Bu * See the attached detailed Office action for a list	ority documents have be ureau (PCT Rule 17.2(a	een received in this National	Stage
14) Acknowledgment is made of a claim for domest	ic priority under 35 U.S	.C. § 119(e) (to a provisional	application).
<ul> <li>a)  The translation of the foreign language prediction</li> <li>15) Acknowledgment is made of a claim for domest</li> </ul>	• •		
Attachment(s)			
1) Notice of References Cited (PTO-892) 2) Notice of Draftsperson's Patent Drawing Review (PTO-948) 3) Information Disclosure Statement(s) (PTO-1449) Paper No(s)	5) Notice	iew Summary (PTO-413) Paper No( e of Informal Patent Application (PTo :	

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### **DETAILED ACTION**

#### Election/Restrictions

1. Applicant's election with traverse of Species in Group 1 in Paper No. 7 is acknowledged. The traversal is on the ground(s) that the merits would not present a serious administrative burden to the Examiner. This is not found persuasive because the basis for the merits would be a burden to the Examiner as noted in the previous office action.

The requirement is still deemed proper and is therefore made FINAL.

2. Claims 9-23 are withdrawn from further consideration pursuant to 37 CFR 1.142(b), as being drawn to a nonelected invention and species, there being no allowable generic or linking claim. Applicant timely traversed the restriction (election) requirement in Paper No. 7.

## Claim Rejections - 35 USC § 112

- 3. The following is a quotation of the second paragraph of 35 U.S.C. 112:
  The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.
- 4. Claims 1-8 are rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention.

Claim 1 recites the limitation "the first action scene" in line 3. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the first player character" in line 3. There is insufficient antecedent basis for this limitation in the claim.

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Claim 1 recites the limitation "the first enemy character" in line 4. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the second action scene" in line 4. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the second player character" in line 5. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the second enemy character" in line 5. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the predetermined camera angle" in line 6. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the player" in line 9. There is insufficient antecedent basis for this limitation in the claim.

Claim 4 recites the limitation "the attribute value" in line 2. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the first action scene" in line 3. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the first player character" in line 4. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the first enemy character" in line 4. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the second action scene" in line 5. There is insufficient antecedent basis for this limitation in the claim.

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Claim 7 recites the limitation "the second player character" in line 5. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the second enemy character" in line 6. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the predetermined camera angle" in line 7. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the predetermined command" in line 8. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the camera angle" in line 4. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the first enemy character" in line 5. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "said first player character" in line 5. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the first action scene" in line 6. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the first player character" in line 7. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the first enemy character" in line 7. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the second action scene" in line 8. There is insufficient antecedent basis for this limitation in the claim.

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Claim 8 recites the limitation "the second player character" in line 8. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the second enemy character" in line 9. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the predetermined camera angle" in line 9. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the predetermined command" in line 11. There is insufficient antecedent basis for this limitation in the claim

In claim 4, the phrase, "the attribute value of said first player character and/or said first enemy character based on said predetermined commands" is vague and indefinite. Do the attribute values of the first player "and" the first enemy character based on the predetermined commands or does the attribute values of the first player character "or" the first enemy character based on the predetermined commands? The same applies to claim 5.

## Claim Rejections - 35 USC § 102

5. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless -

- (a) the invention was known or used by others in this country, or patented or described in a printed publication in this or a foreign country, before the invention thereof by the applicant for a patent.
- 6. Claims 1-8 are rejected under 35 U.S.C. 102(a) as being anticipated by Final Fantasy VIII.

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7. Final Fantasy VIII (FFVIII) RPG game with the examiners knowledge of the FF VIII

game discloses a fist action scene between a first player character and the fist enemy character

and the second action scene between the second player character and the second enemy character

based on the predetermined camera angle to project the first player character and the first enemy

character related to the predetermined command which is given to the first player character a

player (pgs. 12-35) as recited in claims 1, 7, and 8. The predetermined command is the attacking

command for the first player character attacking the first enemy character (pg. 20-23) as recited

in claim 2. The game device displays the enemy character around the player character before it

displays the action scene as recited in claim 3. The attributes value of the first player character

and/or the first enemy character based on the predetermined commands as recited in claim 4.

The first action scene displays the damage of the player first character and/or the first enemy

character based on the attribute value that changes in accordance with the predetermined

commands as recited in claim 6.

Conclusion

8. The prior art made of record and not relied upon is considered pertinent to applicant's

disclosure.

Miyamoto '431 discloses a video game apparatus, which includes an external Rom,

which holds player object data, basic shadow object data and light object data.

Miyamoto '315 discloses a game system utilizes a first game machine a second game

machine.

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Sakaguchi `937 and `862 discloses a video game of enhance realism in which actual combat is closely simulated.

Miyamoto '962 discloses a video game apparatus that determined straight lines respectively connecting between the player object and a North Pole, target and marker, and determines respective directions.

Rutgers `609 discloses a multi-user interactive virtual environment system wherein each user is provided with data to generate a respective image of the virtual environment and character therein.

Takahashi `545 discloses a favorable playing environment in a video game by automatically providing an optimum viewpoint without placing a burden on the player.

Aoki `524 discloses each character that makes an appearance in a game is provided with a program, which is dependent of other programs for deciding the acti9on of the character and with a program counter.

Itou '940 and '998 discloses a game apparatus in response to a manual input, a table of additional abilities, such as magic art, possessed by en enemy character on a display screen that presents a fight fought between a player character and an enemy character.

Kawazu `653 discloses a game apparatus for determining a contact situation between a player character and an enemy character on a display screen.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Alex P. Rada whose telephone number is 703-308-7135. The examiner can normally be reached on Monday - Friday, 08:00-16:00.

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If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Tom Hughes can be reached on 703-308-1806. The fax phone numbers for the organization where this application or proceeding is assigned are 703-872-9302 for regular communications and 703-872-9303 for After Final communications.

Any inquiry of a general nature or relating to the status of this application or proceeding should be directed to the receptionist whose telephone number is 703-308-1148.

Alex P. Rada Examiner Art Unit 3714 Page 8

APR

October 8, 2002

S. THOMAS HUGHES
SUPERVISORY PATENT EXAMINER

TECHNOLOGY CENTER 3700